

RESTATEMENT OF THE CLAIMS

No amendments have been made to the claims in this response to office action. However, for the convenience of the examiner, applicant restates the claims as set forth below.

1. (Original) A method of distributing game tokens to players in a game wherein the game comprises the distribution of game tokens to  $n$  players,  $P_1, P_2, \dots, P_n$ , where  $n$  is greater than 1, the method comprising the steps of:

- (a) obtaining from each player  $P_i$  a first unit  $A_i$ , wherein each  $A_i$  is chosen from a finite set of discrete candidate first units;
- (b) obtaining from each player  $P_i$  a second unit  $B_i$ , wherein each  $B_i$  is chosen from a finite set of discrete candidate second units;
- (c) deriving a third unit  $C$  using a predetermined algorithm where
$$C = f(B_1, \dots, B_n);$$
- (d) assigning a previously unassigned game token  $G_i$  to each player from a predetermined algorithm where
$$G_i = f(A_i, C);$$
 and
- (e) repeating steps (a) - (d) until a predetermined number of game tokens cards are distributed to each player.

2. (Original) The method of claim 1 wherein the game tokens are playing cards.

3. (Original) The method of claim 1 wherein the first units are playing cards.

4. (Original) The method of claim 1 wherein the second units are integers.
5. (Original) The method of claim 4 wherein  $C = \sum B_i$ .
6. (Original) The method of claim 1 further comprising the steps of, after the predetermined number of game tokens are distributed in step (e), a community token H is chosen by obtaining from each player  $P_i$  a new unit  $J_i$  and determining the community token H by a predetermined algorithm  $H = f(J_1, \dots, J_n)$ .
7. (Original) The method of claim 1 wherein each  $A_i$  obtained from step (a) and each  $B_i$  obtained from step (b) is inputted into a computer and the computer derives C in step (c) and each assigned game token  $G_i$  in step (d).
8. (Original) The method of claim 7 wherein the computer is a digital computer.
9. (Original) A method of distributing playing cards to players in a game wherein the game comprises the distribution of playing cards to n players,  $P_1, P_2, \dots, P_n$ , wherein n is greater than 1, the method comprising the steps of:
  - (a) providing a digital computer;
  - (b) entering into the computer a first unit  $A_i$ , where each  $A_i$ , is chosen from a finite set of discrete candidate first units;
  - (c) entering into the computer a second unit  $B_i$ ,

- wherein each  $B_i$  is chosen from a finite set of discrete candidates second unit;
- (d) deriving, using the computer, a constant  $C$  from a predetermined algorithm where  $C = f(B_1, \dots, B_n)$ ;
  - (e) using the computer, assigning a previously unassigned card  $G_i$  to each player from a predetermined algorithm where  $G_i = f(A_i, C)$ ; and
  - (f) repeating steps (b) - (e) until a predetermined number of playing cards are distributed to each player.
10. (Original) The method of claim 9 wherein the first units are playing cards.
  11. (Original) The method of claim 9 wherein the second units are integers.
  12. (Original) The method of claim 11 wherein  $C = \sum B_i$ .
  13. (Original) The method of claim 9 further comprising the steps of , after the predetermined number of playing cards are distributed in step (f), a community playing card  $H$  is chosen by obtaining from each player  $P_i$  a new unit  $J_i$  and, using the computer, determining the community playing card  $H$  by a predetermined algorithm where  $H = f(J_1, \dots, J_n)$ .
  14. (Original) A method of distributing playing cards to players in a game wherein the game comprises the distribution of playing cards to  $n$  players,  $P_1, P_2, \dots$

.,  $P_n$ , wherein  $n$  is greater than 1, the method comprising the steps of:

- (a) providing a digital computer;
- (b) entering into the computer a first unit  $A_i$ , where each  $A_i$ , is chosen from a finite set of discrete candidate first units;
- (c) entering into the computer a second unit  $B_i$ , wherein each  $B_i$  is an integer chosen from a finite set of discrete candidate integers;
- (d) deriving, using the computer, a constant  $C$  from a predetermined algorithm where  $C = f(B_i, \dots, B_n)$ ;
- (e) using the computer, assigning a previously unassigned card  $G_i$  to each player from a predetermined algorithm where  $G_i = f(A_i, C)$ ;
- (f) repeating steps (b) - (e) until a predetermined number of playing cards are distributed to each player; and
- (g) choosing a community card  $H$  after the predetermined number of playing cards are distributed in step (f), a community of playing card  $H$  is chosen by obtaining from each player  $P_i$  a new unit  $J_i$  and, using the computer, determining the community playing card  $H$  by a predetermined algorithm where  $H = f(J_i, \dots, J_i)$ .

15. (Original) The method of claim 14 wherein the first units are playing cards.

16. (Original) The method of claim 14 wherein  $C = \sum B_i$ .